What are your games worth?

Video Game Trader

The story behind AMIGA

Reader's Choice: Super Mario Bros 3 (NES) vs. Super Mario World (SNES)

DONKEY KONG

The GOOD, the Bad & the UGLY

Whatever happened to that Atari Jaguar thing?

excerpt
CLASSIC 80'
HOME VIDEO GAMES
Included

AD WARS
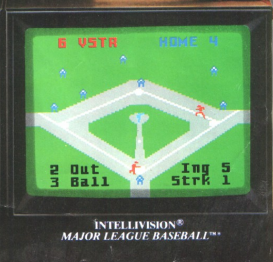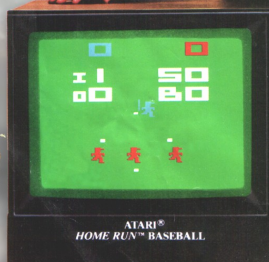
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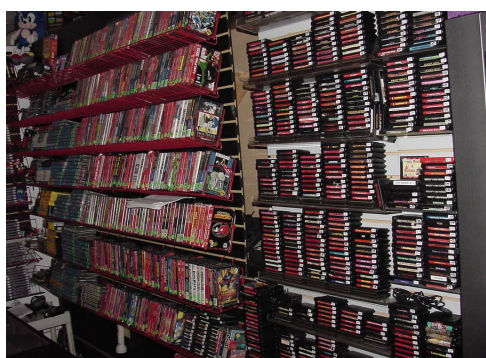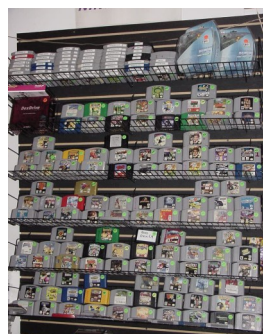
ATARI®
HOME RUN™ BASEBALL

INTELLIVISION®
MAJOR LEAGUE BASEBALL™®

Video Game Trader

Wow! Has it been eight months already? Time flies when you are working your butt off! I have to say, that looking back at the last eight months, I am happy with the direction of our little magazine. From the first issue that was rushed together in 24 hours to this issue (#8) with a cover design by Michael of Good Deal Games, I am very pleased.

I would like to personally thank the writers for their exceptional work and all of our various contributors and advertisers. Thanks for having faith in us and our vision… To provide a magazine dedicated to fans of older and orphaned video game systems.

We have come along way in eight months, but there is much more to come. For as many things that please me, there are others that make me crazy. All of us at Video Game Trader and Isadoo Publishing are working hard to make improvements each and every issue.

If you have a suggestion and/or comments please don't hesitate to share them.

- Thomas Sansone, Owner

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Thomas Sansone

Price Guide Research
Thomas Sansone
VideoGamePriceCharts.com

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RoseMarie Wright-Sansone
Even though my wonderful wife works full-time, goes to school part-time, and raises our four children, she still finds the time to by the Editor of our magazine.

Dan M.
Dan's been playing video games since he was panel high to an Asteroids machine but especially loves the "16 Bit Wars" of the 90's. His writing can be found on Good Deal Games' site and the Digital Press Guide Advanced.

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Jim is a hardcore, passionate gamer. You can find his work in the Digital Press Collector's Guide Advance Edition & Tips & Tricks Magazine.

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Patrick Wong

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Agents J and K are part of the dynamic duo known for nesarchives.com. However, little is known about either one of these avid NESers. After you are done reading VGT, head on over to their website (www.nesarchives.com) and read their amazing NES reviews.

Peter G.
Peter is our resident reviewing for all things Homebrew related.

Good Deal Games (www.gooddealgames.com)
Good Deal Games is an internet retailer of classic games. You can find their puzzles in Video Game Trader each month. *Michael from Good Deal Games has designed our new logo and this months cover. Thanks!*

Jay Fennimore: Owner, J2Games.com

Chris Holms

- Michael Rosamilia

It's 1993. The Super Nintendo and Sega Genesis are warring over territory. The industry is growing and a name from the past aims to recapture what it once owned. The tactic? Raw power. The play? Hail Mary. The player? Atari. Atari made one last comeback attempt into the console industry with a machine that was supposed to be the most powerful ever. The Atari Jaguar was said to be a 64-bit machine, but some say Atari used *fuzzy* math to come up with that number. Out of the Jaguar's five processors, two were 32-bit working in unison.

One big problem the Jaguar faced was that it used the same 16-bit Motorola 68000 processor that the Sega Genesis used. The Jaguar was designed to use this processor for only minor tasks, like checking controller ports. However, since many programmers were already familiar with the 68000, being that it was the CPU in the Genesis, they sometimes opted to use only that processor instead of the more powerful processors named "Tom" and "Jerry." The result? Despite the claims of 64-bits some games ended up looking 16-bit, which undermined Atari's sales pitch. Atari used the tagline "Do the Math" in association with the 64-bit number being thrown around. A common joke around the time was that the players had to do the math because the Jaguar couldn't. However, the 64-bit advertising platform may not have been a lie. There are components used in the machine that qualify as 64-bit. And nobody has officially established what is required in the architecture to accurately define a system as a #-bit. However, there is still some debate whether the Jaguar meets the standard of 64-bits.

The Atari Jaguar was not obscenely expensive with a $250 launch price in 1993, but at the same time, it may not have been worth it to spend the money on the Jaguar when that cash could be better spent on quality Super Nintendo and Sega Genesis games. Atari released the Jaguar CD in 1995 but it was already too late for the console to live far beyond that. As such, the Jaguar CD was not a success.

Atari had not been a heavy hitter in the industry for over ten years and consumers were not prepared to accept what the Jaguar was offering despite a few great games like *Alien vs. Predator* and *Tempest 2000*. The system did not fall flat on its face right away but by the time the Sega Saturn and Sony Playstation hit the market it was quickly over for Atari.

Atari merged with JTS Corporation in 1996. And the Atari that exists today is Atari in name only. Infogrames bought the rights to the Atari name and in 2003 changed its designation as such and Atari became just a shadow of the former giant.

I don't want to talk poorly about Atari but there are some things about its swan song that just make me chuckle. The most amusing aspect of the Jaguar is the controller. If you ever get a chance to hold this catastrophe, do so. You won't regret the laugh. The top part of it looks relatively normal. Originally it had three action buttons. A second controller was made with the same design but with six face buttons and an additional two shoulder buttons not unlike the Saturn. The problem is, despite the numbers I just provided, the thing has more buttons than a telephone. That's right. Under the standard controller buttons is a telephone keypad. I appreciate the gesture but I don't think I'll be ordering a pizza while playing.

The Jaguar sold just roughly half a million units. With Atari's failure, it became apparent that throwing *bits* around was not a testament of quality. The key to attracting consumers is by attracting developers. As a console manufacturer, it is your job to convince third parties that your console is worthwhile enough to invest in. It is also your job to convince potential consumers, via a good library of games, your console is worthwhile enough to purchase. Atari, sadly, failed to do either.

Despite the Jaguars commercial failure, the Jaguare has a large fan base that produces homebrew games, making the console a cult classic. **VGT**

AD WARS
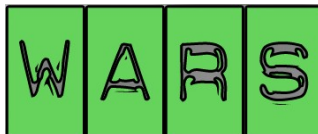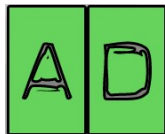
- Dan M

I'm going to be blunt, the kind of blunt that comes from years of making my way through the trenches of gaming consumerism, and is delivered with the tone of one of those "back in my day" speeches. Today's video game advertising is neutered. Sure we get bombarded with TV ads when the next big game hits. We see our favorite gaming sites "skinned" to push the latest title a publisher paid big money to flash about. And, of course, there are the "guerilla" or "viral" advertisements injected into our communication systems, pretending to be the actual thoughts of John Q. Gamer in an attempt to build up a title or, for the conspiracy theorists in the audience, to break down a competing product. But the hype machine of old has been scrapped, recycled and replaced with gargantuan hype *factories* whose influences are starting to rival that of Nike in throttling the product excitement dial up to the proverbial eleven. If we go back to the conspiracy angle for a moment one could probably say that "negative press" for controversial titles is planned. Depending on the product , the "bad" publicity is almost a guarantee of gobs of sales or at least increased interest in the offending company's product. I have no doubt that there is more advertising today than ever before. However there is one thing you almost never see broadcasted in the mass media outlets: a console company openly talking down or bashing the competition.

Have you seen a Sony rep take a swing at Microsoft on TV? Or how about the house that Gates built putting a two page spread in Gamepro about how Xbox Live Arcade trounces the Playstation Network? Sure, those who read gaming sites or magazines might come across interviews with developers who give their two tokens worth of dislike for a certain console or PR people that may openly thumb their noses at the competition. But if there's any negative slinging at a "professional" level it's usually by the game journalists giving their opinion. Those thoughts, however, typically come in a form that the general public may never see. Any real bashing one hears about comes from the gamers who chat up message boards to support their side of the current "console war". All in all it's essentially a truce of sorts in the 21st century: everyone doing their thing, gathering their audiences while trying to make a buck.

It wasn't always this nice. There were at least a couple of times in the history of video games where marketing departments stripped off their three piece suits, donned combat fatigues and charged headlong into advertising battle to fight for the consumer's dollar by beating down the opposition. Whether it be comparisons on product superiority, how many titles a particular console had over others or what exclusive titles a system had, the marketing departments pulled few punches. Probably the first real "confrontation", at least one of the more famous, was when Atari was at the top of the hill with their Video Computer System, aka the 2600. While not the first with a cartridge system, Atari was able to solidify their position as the premier home game company thanks to a solid marketing system, great distribution and pretty decent games. In a time where the concept of controlling images on your TV seemed more like science fiction, people couldn't tell the difference between a microchip and a potato chip and what sort of "joy" one could get with a "stick" other than the large tree branch one took to beat their sibling with while playing "Star Wars" in the back yard-fledgling game companies put on the boxing gloves and came out fighting in great '70's commercial style.

Magnavox: A Game Odyssey

Magnavox started the home video game business with the Odyssey but by 1978 the company was playing catch up when it released that system's successor, the Odyssey^2. With the Fairchild Video Entertainment System (which was the first cartridge based system) and the new and increasingly popular Video Computer System (VCS) from Atari, Magnavox had to make their new system known by selling it hard. The system itself looked like a miniature computer with its 49-key membrane keyboard and with the home computer market just starting to grow, why not use that approach to sell the system to parents as more than just a video game?

One of the earliest Odyssey^2 print ads from 1979, asks the reader to "give the ultimate computer video game. Odyssey^2". The ad goes on to showcase the system's "sophisticated 49 character alpha-numeric keyboard", which was one of its principal selling points during its life span. We're told that the system has over thirty games to play with a variety of genres like arcade, sports, etc. Finally the ad states that the system came with three games and hand controls, informing us that Odyssey^2 "gives [us] more than other video games...it's the ultimate game. The ultimate gift." and finally finishes the pitch with the fact that Magnavox was the originator of the home video game.

The keyboard, as mentioned before, was one of Magnavox's biggest selling points for the system. One angle used was that the keyboard "is the key to greater challenge in video games". Their "Master Strategy" game line is probably the best example with *Quest for the Rings* being the most known and popular. A mat is placed on the keyboard that depicts what key does what. Using a separate table top game board, one of the players (called "The Ringmaster", not unlike *Dungeon & Dragons'* "Dungeon Master") determines where the treasures, monsters, etc. go and then plugs that info into the Odyssey^2. The other two players then tackle the Ringmaster's tasks trying to get the treasure. Other titles in the Odyssey's library would sometimes use the keyboard to change the way a game was played. *Pick Axe Pete*, a game that borrows a lot from *Donkey Kong*, allows you to adjust the mazes using the keyboard to increase the difficulty (or as one commercial puts it "more menacing").

Another selling point Maganvox brought to the table was the accessory called "The Voice". Like Mattel's Intellivoice, The Voice could speak to the player if the game was programmed for it. One bit of difference was that games used The Voice to produce some pretty neat sound effects. In the game *Smith-*

TWO PICTURES ARE WORTH A THOUSAND WORDS.

Atari vs. Intellivision?
Nothing I could say would be more persuasive
than what your own two eyes will tell you.
So compare for yourself. Game for game, feature
for feature, I think you'll find Intellivision
is clearly superior.

— George Plimpton —

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6 VSTR   **HOME 4**

2 Out   **Ing 5**
3 Ball   **Strk 1**

ATARI®
HOME RUN™ BASEBALL

INTELLIVISION®
MAJOR LEAGUE BASEBALL™

(Continued from page 5)

ereens!* one player must sling rocks with a catapult to destroy their opponent's castle. The Voice allows the game to not only razz the players ("C'mon, turkey, hit it!") but also sounded out some pretty convincing explosions.

Intellivision: Intelligent Television

Mattel decided to throw its hat into the console world by releasing their "Intellivision" game system in 1980. Mattel leveled its guns straight at Atari. Unlike the generic "we're better than everyone" approach of Magnavox, Mattel entered the marketing ring with all the swagger of a professional wrestler, pointing to the entrance and calling out the 2600. The first volley was the promise of a computer keyboard expansion. However the unit never really hit retail production and was always said to be "coming soon".

To try and get the attention of consumers Mattel's primary marketing approach borrowed a page from detergent commercials: product comparisons. An Intellivision commercial generally went like this: an Atari title would be shown to the viewer while a similar title was displayed from the Intellivision's library. While it was painfully obvious that the Intellivision game looked and sounded better than the Atari title Mattel rammed the concept home with the help of well-known humorist, and author, George Plimpton. In a professional yet jovial manner Plimpton's early Intellivision sports game commercials would have him give his opinion on, or ask the viewer which game they thought was "closer to the real thing". Of course the conclusion would be that Mattel's offering was the superior choice and even if you were a dyed-in-the-wool Atari fan and possibly blind it was hard to disagree.

The sports games helped Intellivision loosen the wallets of armchair coaches but Mattel couldn't rest on that approach. Atari was still killing them with the 2600's arcade and action titles. Mattel shifted its spotlight from their signature sports titles and ran ads to remind consumers that the Intellivision did have other games. One such ad had a boy dressed in a suit and glasses standing behind two TVs. One showing Atari space games and the other showing a blank screen with the sign "Other Companies" on the top. The boy presents to the viewer that "when it came to space games, nobody compares to Atari." Suddenly, off the side of your screen, ol' George appears, quickly placing an Intellivision name plate on the blank set. With his typical swagger he informs the kid about Mattel's space games which had the boy stare at the TV in near-drooling bewilderment muttering "I didn't know". Out of thin air Plimpton produces a controller and asks the kid to compare for himself and finally finishing with telling us that "once you compare...you'll know".

You'd think that these Plimpton bombs would be plenty ammunition in the advertising wars against Atari. Oh no, dear readers, Mattel was just getting started. By 1982 Mattel decided to pair George "Mr. Intellivision" up with a young lad by the name of Henry Thomas. You might remember him playing a boy named Elliot in a small flick called "E.T. The Extra-Terrestrial". You know, the flick with the cops with *guns*

and not the movie with officers just holding walkie-talkies while a bunch of teenage kids were flying off the ground over barricades on their *bikes*. Thank you Drew for tainting a part of my childhood you dirty.....Ahem. Sorry.

George and Henry made a charming duo on the screen. With scenes like Thomas putting the screws to George at an arcade, asking why he always talked about sports titles, or the awkward meeting on a sidewalk where we see the boy sheepishly looking up to his gaming idol. The commercials were golden. One particular commercial had Henry writing a letter to "Mr. Intellivision (scribbles out the system) mmm sorry, Plimpton" asking George to do something about the Intellivision's price because his buddy's dad wants to buy "the other video game because it's cheaper". The scene fades to Mr. Intelli...Plimpton tapping away at his manual typewriter responding to "Dear...what was his name?" (Mattel could not use Henry's name as Atari threatened a lawsuit as they bought the license to "E.T.") describing the smaller and cheaper Intellivision II. At the end George proclaims that with the new system and the lower price "your friend's father has no excuse now".

As a final push to try to better compete with the sheer number of titles available on the 2600, Mattel released the "System Changer". Essentially a clone of the 2600, and just like one of the Colecovision's Expansion Modules, plugged into the Intellivision II to allow one to play Atari games. The ad that went with that showed a kid wearing a ski visor coming towards the screen then quickly flipping to a first person view of a hand gripping a flight style control stick. The hand would shift the stick to move the camera through an Atari Death Star-like trench of 2600 cartridge boxes. The narrator explains that Intellivision II plays all the best games, the most games and the best selling games. "More than Atari or Colecovision" the voice says as the hand on the joystick presses the fire button and blows up a 2600 and a Coleco system that flew towards the camera. The viewer is then asked to get the Intellivision II as "it has the most going for it". It was a neat concept for those who wanted an Intellivision II but for early adopters, the System Changer would work with the first model. Owners could take their Intellivision I system to their local game repair shop to have a hardware modification done so the System Changer would work.

Atari: We've Got What's Hot...And They Don't

So there's Magnavox touting it's pseudo computer and Mattel successfully ripping apart some of the 2600's titles. Atari took a somewhat more dignified approach. "Atari" was practically a household name. Now they just had to step out from the dust of the combat zone and remind people who was king of the video game realm.

One of the biggest selling points of the VCS was its exclusive arcade titles. Many ads that brought this idea home would tell the viewer that the hottest games "from Atari" could only be played on "systems from Atari". In others Atari would list off a bunch of exclusive titles (*Space Invaders*, *Asteroids*), separating the game screens with various people or an increasing

WHY ATARI IS #1.

The most games, the best games are only from Atari. Atari makes more video game cartridges than anyone else.

Adventure games, arcade games, educational games, our new RealSports™ games.

And they only work in the ATARI 2600 Video Computer System.™

No other system gives you nearly as much choice.

Or nearly as much fun.

DEFENDER
YARS' REVENGE
HAUNTED HOUSE
CIRCUS ATARI
BERZERK
STAR RAIDERS
VIDEO PINBALL

Atari brings the arcade classics home. Only Atari has home versions of Space Invaders,* Pac-Man,** Missile Command,™ Asteroids,™ Breakout,™ Defender‡ and Berzerk††.

The greatest arcade hits of all time.

If you have an ATARI system, you can play them at home.

If you have some other system, you can't.

You don't need two people to play ball with an ATARI 2600. All the best ATARI games can be enjoyed by a single player.

Including our new RealSports games. To play an other system's sports games, you need another person.

Simple, straightforward controllers. With some systems' controllers, learning a new game is about as much fun as learning to type.

That's why Atari gives you easy-to-use joysticks and paddles.

Because it's the games you're out to master, not the controllers.

All for about $100 less. For the price of other game-playing systems, you can buy an ATARI 2600 and still have about $100 left over.

Enough to start your ATARI video game library with hits like Pac-Man, Asteroids, and Defender.

Which, by the way, you can't play on other systems at any price.

ATARI
A Warner Communications Company

group of people whooping and hollering like they were on Contenstant's Row on "The Price is Right". And of course, Mr.-Voice-In-The-Background would remind the viewer that the "only way to play any of them is on a home video system made by Atari". Atari put a neat twist to that line in one commercial where you see a few screen shots of the popular exclusive games and before the spot ends Mr. Voice says "If you try to play [insert game here] on any other system, you'll see *this*." and the screen switches to show a bunch of static.

Another approach Atari commonly used was to advertise that the VCS had a lot of *stuff* to offer. One particular TV ad had a shopper step up to a counter and asks for "an Atari 2600 system and everything that comes with it". The shop keep just starts stacking tons of games onto the counter with the poor shopper continually asking "is that everything?" and being answered by even more crap being laid down. "Nearly 300 cartridges, [soon to be] voice module, remote controlled joysticks, track ball and a computer keyboard." The customer, wide eyed at the sheer amount of plastic and cardboard that is piled in front of him, exclaims that the offering is "amazing". The customer, on his tip toes looking over the wall of cartridge boxes, then asks if *that's everything*. The clerk then returns with "That's everything....for now".

End of an Era

As the 80's progressed and video games became more popular, more companies threw their hats in the ring to take a few shots at Atari, and at times Intellivision. Vectrex, the vector based self contained game system, advertised that it's the "only video game system with its own screen" that you can take with you. In print ads it was said that Vectrex was "chosen two-to-one over Atari and Intellivision for real arcade game play". That system's advertising and promise didn't live up to the assault that the Connecticut Leather Company, a.k.a. Coleco, dropped with the release of the Colecovision.

The Colecovision is probably a culmination of what the market was growing toward. It was advertised that the machine brought "the arcade experience home" and it pretty much did. Zaxxon looked, played and sounded pretty much like the arcade version. Same with the pack-in cartridge Donkey Kong. The venerable 2600 couldn't even begin to approach that claim at the time. To dangle a carrot in front of Atari 2600 owners not wanting to have to get rid of their games to make room for a new system, Coleco offered an expansion module that allowed those gamers to play their competing cartridges on the Colecovision. To further bring the arcade experience home a Driving Module was also released that consisted of a small steering wheel, a foot pedal and a spot to put a controller to be used as a shift knob. Finally Coleco also offered the most used selling point all three companies used at one point: the ability to expand to make the system a full fledged computer. This was dubbed Expansion Module #3: The Adam. Coleco's ad claimed that it "was the only system you'll ever need". By the end of 1982 and more than 500,000 units sold, people seemed to agree.

Of course Coleco couldn't just rest on its laurels of offering everything and neither could Atari rest on the history of the venerable 2600. November of 1982 saw the release of the Atari 5200 and the two decided to go for each other's throats. Atari used a similar ad campaign they used with the 2600 (the same exclusive games) but attacked the Colecovision outright, not unlike Mattel's approach with the Intellivision. Addressing the Atari compatible expansion module, the ad pretty much asks the viewer to "think again" when they're told by Coleco that their system could play "all Atari games". A person that could be "Where's Waldo's" dad asks the Voice in bewilderment "It can't?!" followed by the 2600 version of Pac Man which switches to a more arcade like version only for the 5200. Another person pops up voicing their approval followed by a hand trying to ram the Pac Man cart into the Colecovision with no result. Waldo's dad comes back again asking about the adapter and once again Mr. Hand tries to insert the cartridge into the Expansion Module with no luck. The ad continues with voices of people asking about their favorite Atari games: "Pole Position?" followed by a clip of the 5200 version with Mr. Voice stating "Not THIS Pole Position". An old trick pulled from the archives, buffed and repainted for use.

Coleco, however, didn't mind fighting fire with fire. Their retorting ad displayed a split screen: on the left was a Colecovision owner while on the right was a 5200 owner. Both owners could play arcade-based games but the Colecovision could also play Atari 2600 games while the 5200 could not (at the time the ad aired the promised 2600 adapter wasn't out yet). The ad then had the Coleco owner typing away at a computer keyboard, with Mr. Voice stating the system could also become a computer. Of course, the 5200 couldn't do that either. With ads like this along with being a solid platform the Colecovision sold extremely well through 1983 to 1984, edging past Atari and Mattel in sales. Unfortunately for Coleco this fast rise to fame couldn't last.

As 1984 came to a close, so did the video game market. Thanks to many factors like too many crud games flooding the market, the rise (and price drop) of home computers and too many companies fighting for shelf and floor space the scene just faded. The advertising cannons from all the major companies went silent as most dropped out of the video game market (Magnavox, Mattel and Coleco) or refocused their efforts to the growing home computer market (Atari). The only real ads people saw for video games were the department stores offering bargain prices on cartridges and systems. To many it seemed video games were just a fad like pet rocks, fondue parties and disco but little did they know that in just a couple of years a little Japanese company would land on US soil and reignite the industry. It would also reload weapons to a whole new advertising war that is still widely remembered to this day. But that tale is for another time. **VGT**

ParaJVE Vectrex Emulator

by Franck Chevassu **(Vectrex—Mac/ Windows/Linux)**
Available for FREE from www.vectrex-emu.blogspot.com

Regular readers of this magazine will no doubt have seen the occasional mention, or article, on the Vectrex. And may have been a bit curious as to what all the fuss is about.

A newbie might say, "It's only a machine with 1K of memory and black & white vector type graphics, isn't it?" Actually, what's packaged in this console is much more than that, and it deserves further investigation. Of course, curiosity comes in different levels according to the amount of enthusiasm and time available to the inquirer. A big obstacle to curiosity for a newbie is lack of "hands on" access to the console. No matter how much background reading goes on beforehand, who would want to risk purchasing a Vectrex console on eBay only to find out the Vectrex isn't really their "cup of tea"? Those brought up on a diet of full color raster graphics based games might find the Vectrex console's sparse graphics detail using line drawing representations somewhat lacking. On the other hand, this uniqueness is also something that attracts many new Vectrex users. The other curiosity killer is price. Vectrex consoles are becoming increasingly difficult to purchase at a fair price. Plus, online buyers have to pay postage. Add to that the fear of purchasing an item that doesn't always match its eBay description, and any inquiring mind has moved on to a more accessible games console.

For a while now, those who just wanted to dip their toes into the Vectrex world (perhaps before deciding to buy a Vectrex) could do so without the need to own a real Vectrex console. I'm talking about Vectrex emulators - programs that run on popular computers, or consoles, that provide a virtual Vectrex. Several emulators exist and they are available for different computer operating systems and even other video game consoles (e.g. Sega Dreamcast, PSP, PS2, GP32 hand held and Xbox 360).

From my experience the best Vectrex emulator, with the game player in mind, is ParaJVE by Franck Chevassu. This emulator is PC based and stands out from the others in that it is very easy to install, provides the best emulation (so much so that some Vectrex program home brewers use this to first test their programs) and is the only current PC based emulator that is actively being updated by its author. Officially released in July 2006, it is very stable and mature having gone through several releases. The current released version is v0.5.0.

ParaJVE is written in Java 1.5 and is available with specific libraries so that it can run on Windows XP, Mac OS or Linux platforms. The only requirement for ParaJVE to work properly is that "Java Runtime Environment 5.0" must be already installed. This is a simple download and installation if it's not already present.

After ParaJVE is installed you have everything you need to start investigating the world of Vectrex. Included in the distribution are the binaries for the original set of games plus a few of the later homebrews too. Also included are the game instructions and associated colored overlay files. Yes, you read correctly, this emulator also emulates many of the original plastic overlays that accompanied the original games in order to give the impression of color on the normally black and white Vectrex screen.

Loading a game is very easy. Upon executing ParaJVE a game select dialogue window pops up giving choices including "Run Game" and "Pick another ROM". ParaJVE always remembers the name of the last binary file loaded and choosing "Run Game" executes the binary file immediately. Selecting "Pick another ROM" allows the user to browse for another binary. The binary files are identical to the original ROMs found in the game cartridges. Several websites allow other Vectrex games ROMs to be downloaded, and the ParaJVE emulator is able to run them all.

There are some interesting options in ParaJVE to facilitate its application in arcade cabinets. There are windowed or full screen modes, and options to hide the menu bar. The real Vectrex distinguished itself from other consoles in that its display is arranged in portrait orientation, i.e. the screen is taller than it is wider and not the other way around as found in most games consoles. For the ParaJVE user who wants to get a close emulation as possible there is even an option available to rotate the screen display by 90° and thereby allow them to play games on a monitor physically oriented on its side. It doesn't stop there. The technology behind the Vectrex display is analogue and the ParaJVE emulator even offers an option to switch on persistence to give a phosphor-blur effect as seen in on a real Vectrex display.

Sound emulation of the Vectrex under ParaJVE has got to be one of the best renditions of all the Vectrex emulators
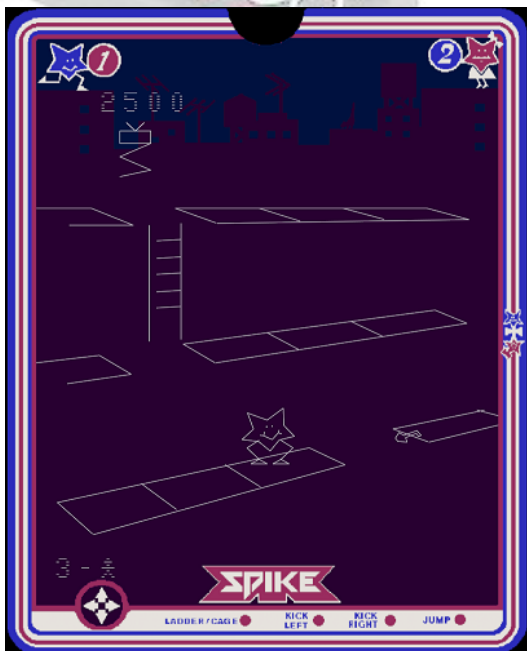
Screen Dump

What people are saying

"a labor of love…comprehensive…recommended"
—Library Journal

"This is our kind of history book"
—Game Informer

"Brett Weiss knows his video games, and this book is a must for all fans"
—Bart Bush (former editor of Larry Bieza's Pinball Price Guide)

"Weiss's deep familiarity with his chosen subject matter is an asset of the text, and as a writer he conveys information clearly and without pretension…Weiss's reviews of obscure games make the book a treasure…impressive and fun book…valuable…the breadth of coverage here is astounding…a fun read and a nostalgic trip supreme…undeniably smart, historically valuable and wide-ranging in coverage"
—GameCulture Journal

About the book

Classic Home Video Games 1972-1984 includes descriptions/reviews for EVERY game for the following systems: Adventure Vision, APF MP1000, Arcadia 2001, Astrocade, Atari 2600, Atari 5200, Atari 7800, ColecoVision, Fairchild Channel F, Intellivision, Microvision, Odyssey, Odyssey2, RCA Studio II, Telstar Arcade, and Vectrex.

- Detailed gameplay information
- Historical data/release dates
- Developer/publisher info
- Console biographies
- Genre definitions
- Video game term definitions
- Comparisons to arcade classics
- Crisp photos
- Durable hardcover binding with excellent paper stock
- Appendix listing homebrew titles
- Editorial content based on the author's 30+ years experience playing video games
- Author preface
- Full coverage of post-1984 releases for the Atari 2600, 7800, and Intellivision

# Available via Amazon.com
For more information, see BrettWeissWords.blogspot.com

Classic Emulation

out there. All game music and sound is reproduced correctly. Even the game Spike which contains digitized speech is handled 100% correctly. In fact the sound from ParaJVE is better than the real Vectrex – there's no buzzing in the background – a typical issue on most real Vectrex consoles.

At the beginning of the article I mentioned that ParaJVE is the best emulator for the gamer. However, ParaJVE is also suited to a developer too. There are a whole lot of options I haven't even touched upon that are outside the scope of this article but worth a mention in case a perspective home brewer is reading. A couple of years ago some home brewers developed a PS/2 keyboard interface for the Vectrex. Well, guess what, this hardware has been emulated as an option in ParaJVE too. For home brewers who want to develop Vectrex programs ParaJVE can be executed from the command line with various options to disable the game selector dialogue window and other options. This means that ParaJVE can be called directly from other programs such as Integrated Development Programming Environments. Actually for those interested, Franck is also working on a parallel development called ParaJVD. This is a full debugger for the Vectrex, offering the home brewer all sorts of features to help them develop new programs. This is work in progress with no official release date as yet.

There is one fundamental issue that goes against all current Vectrex emulators, and ParaJVE is no exception. That is, the platforms they run on are not Vector based graphics machines. Therefore with an emulator you will always see pixilated lines and to appreciate true vector lines requires an actual Vectrex console. Also display issues on the
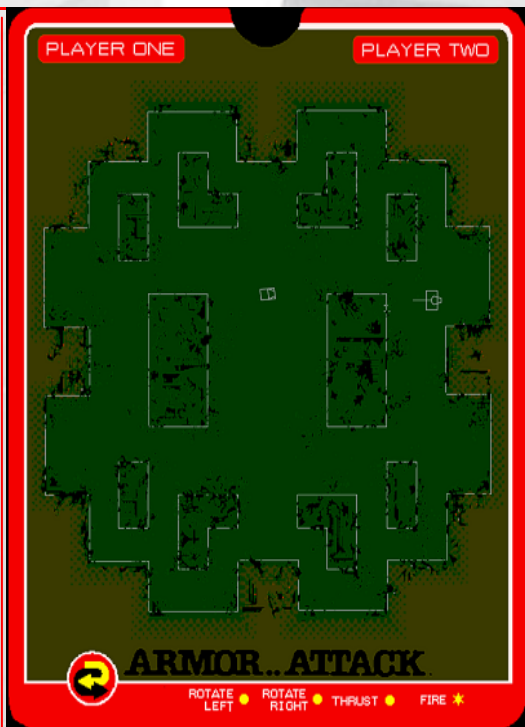
real Vectrex caused by analogue peculiarities cannot be 100% emulated by software in ParaJVE. This does have an advantage: The typical issue of flickering and shimmering graphics when there are too many graphics on the display of a real Vectrex is not visible with ParaJVE. However, it means for a home brewer, a real Vectrex console is still necessary in order to know how their program really behaves.

ParaJVE is available for free download from www.vectrex-emu.blogspot.com. This is Franck Chevassu's blog so you can communicate with him about ParaJVE and even make recommendations for future improvements. From his blog you can discover that Franck is working on light pen emulation for ParaJVE. Like many of us, Franck is busy with other things, but he does eventually find the time to respond and make further improvements to ParaJVE. All in all, the ParaJVE emulator is the closest you can get to a real Vectrex.

- P. Ian Nicholson
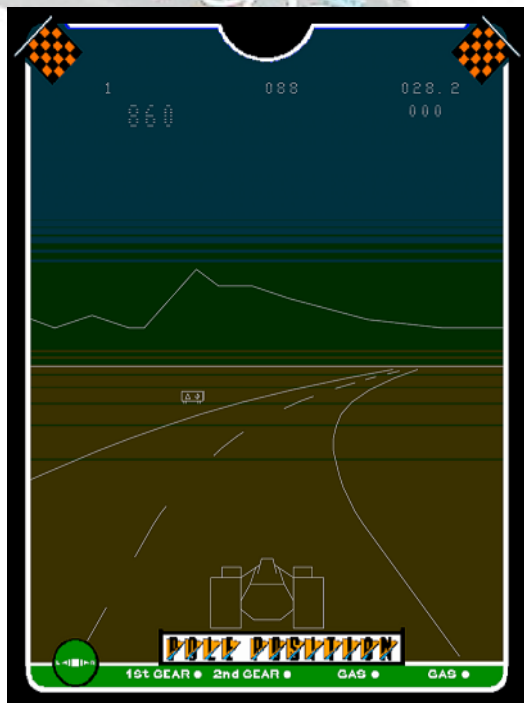
VGT Rating ★★★★★

Kill the Attacking Aliens

by Soren Gust (Xype) **(Odyssey 2)**
**Available for $18.95 from
www.PackRatVG.com**

Product Information

Players: 1; Cartridge Size: 12K; Released: 2003

In Soren Gust's new Odyssey 2 homebrew, Kill the Attacking Aliens, you have been selected to defend planet Earth and its moon colony against alien invaders. Your ship is equipped with a powerful quantum cannon and a strong defensive shield. Your mission is to destroy all of the aliens and prevent the objects on earth from being bombed.

Odyssey 2 homebrews are few and far between, and it's rare that one as good as KTAA comes along. Soren has programmed the game to play on the Odyssey 2 system and the Videopac+ G7400. The Videopac+ version supports beautiful high-resolution background graphics. Both versions offer great game play, making this a must-have for every O2 collector.

Comes with cartridge and full-color manual.

Review

The e-mail I received was short, direct, and to the point.

"You say Amok! is the only Odyssey 2 homebrew out there. Wrong bongos, buddy."

I was then pointed to Pack Rat Video Games. There's several hacks there, and a couple of titles I haven't seen since Randy at Hozer Video Games went underground (he's still out there). And a few original titles.

And there is a section for homebrew games for the Odyssey 2. Intrigued, I selected one, Kill The Attacking Aliens.

This guy is apparently affiliated with Xype, which does a ton of Atari 2600 stuff. They know what they are doing when it comes to games, as they are usually fun – I can't think of any off the top of my head that have disappointed me. So I figured this game would be solid.

Kill The Attacking Aliens is very good time. It plays like a cross between your basic single screen shooters and Missile Command. The bottom of the screen is an environment you are charged with protecting, like a forest or something. Your ship can fly all over the screen, firing directly in front of you. The alien crafts appear and drop bombs on the ground targets. If they eliminate them all, the game ends. You have only one life (it IS an Odyssey 2 game, after all), but you're not a one hit wonder. You can take a bit of abuse before your ship goes boom. You have to fly around and blow up the alien ships and any bombs they drop.

Pressing the joystick in any direction except down makes it face that direction. Down does not change your orientation. This actually works pretty nice. The ship glides pretty crisply around the screen, and it's very easy to vertically overshoot your mark. Pulling down happens quite often, and thankfully, it keeps you facing in the general direction of your target if you are aiming for the sides. There's plenty of activity, too. The ships tend to bunch themselves or their shots. So you will either eat up time going after the bomb clusters (enabling them to release others from a better position) or you will be hip deep in aliens and praying none are close enough to touch you. And that's just the first level, before aliens with speed and two dimensional thinking show up to ruin your day.

Shooting the aliens isn't all that is to it. They sometimes leave power ups like, bonus points, shield restore and shot speed increase. At the end of the wave, you get bonus points for targets saved and then it's on to the next environment. The areas are pretty varied and look nice, even if you are playing on an O2 like I am (there are enhanced graphics for the O3/Videopac+, but I don't have one of them, so I can't say).

The results are real fun. Learning to master the controls is vital, but it never feels sloppy. In short, any mistakes are your fault, not the game's. After seven levels, it loops back to the beginning with faster aliens and bombs and slower shots for you. This from a game that already keeps you hopping. Games like this are the reason my O2 never goes into my closet. **VGT**

- Peter G

VGT Rating ⭐⭐⭐⭐☆
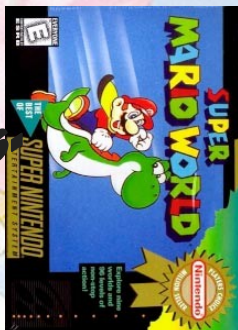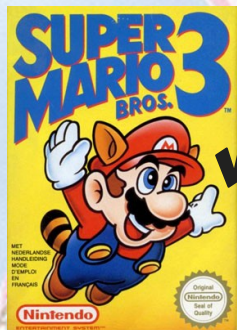
Game Battle!! - Mario Battle

- Pat "Coldguy"

For those who are unfamiliar with game battles, here are the basic rules: two games that are somewhat linked to one another are chosen. These games then enter into combat, thunder-done style, to determine which one is better. There are 7 different criteria that these games go through: Graphics/Animation, Gameplay, Sound/Music, Story, Challenge, Controls, and a final wildcard category that could be anything. All decisions are final. Don't complain to me that your game lost, suck it up! This is a Game Battle!

Here we are, this is the match to surpass every other match up to this point, and this is what you have selected. The match you wanted to see. In one corner we have a game that single handily sold a new Nintendo console into millions of homes, and the other hyped up so much that Fred Savage and Christian Slater could not contain the power that this game has. I am talking about Super Mario World (SMW) and Super Mario Bros. 3 (SMB3).

We now go live to the edge with our sideline commentator Punch N. Bag

"Yes it appears this battle is for bragging rights. The debate has been going on since the 1990s with no clear winner, so to represent these games we only bring you the best representatives. Luigi and Yoshi. You may recall their last battle in the *better sidekick tournament* when Yoshi did the miracle egg maneuver and a four wall deflection to catch Luigi off guard from his jumping attack to win the match in the 6th round. I know the heavily favored Luigi wants revenge since he thought the egg being deflected four times, instead of the three should not have counted. All I can say is let's get ready for a brawling match."

Thanks Punch. Now let's kick this off with our referee... Mario. Let the battle begin.

Round 1: Graphics/Animation

We kick off with SMB3 on an 8 bit console against SMW on a 16 bit console. Should the additional bit automatically determin the winner? No. SMB3 pushed the graphical capabilities of the NES to areas that other games would strive for years to come, while the SMW's light pastel background and simplistic animations were quickly outdone

when SMW2 came out years later. Looks like Luigi starts the match with an early strike over the reptilian one.

Score: SMB3 5/5 & SMW 4/5

Round 2: Gameplay

We are talking about Mario games, the grade A of Run and Jumps. Both of these games perfect the simple run, grab power up, explore, finish the level. What could separate these two? The item reserve system. That's what. In SMB3 the little menu can be accessed where you could use various items that could power you up to the desired ability before the level begins. Thus giving you the desired advantage. In SMW, the in level item box is displayed on the top of the screen and the item automatically comes down when you are reduced to being one hit away from death for you to save yourself from the brink. You could also summon it at your leisure by hitting the select button. Which of these improves gameplay to the fullest? Well it looks like Yoshi grabbed Luigi's leg with his tongue and is slamming him to the sides of the ring at the moment so SMW takes the round.

Score: SMB3 4/5 SMW 4.5/5

Round 3: Sound/Music

Do you like quantity or quality? That is what this battle is appearing to look like. SMB3 has 8 overworld music selections as well as several level tunes that vary in catchiness. SMW has one main overworld tune, and some miniworld selections. The level music is by far the saving grace, boasting some catchy lines that people are still humming to this day. This is a close one that might end up....wait a minute. It appears that Punch has an update.

"Yes overlord it appears that while you were talking about the music, Luigi used one of his special moves while Yoshi was flinging him like a ragdoll. Luigi used a P-wing to gain control over the tongue and started to do the same thing making Yoshi his ragdoll until the power expired. SMB3 takes the round."

Score: SMB3 5/5 SMW 4.5/5

Round 4: Story

The stories in both of these games are interesting. In SMB3 Mario is assigned by the Princess to go off to various other lands to save the appropriate kings from a Koopa Kid while they are magically transformed into another creature. While Mario is doing this the Princess gets kidnapped by King Koopa and turns the mushroom kingdom into a skull raven environment with a line of tanks and airships to try to take Mario down as he approaches the castle to save the princess again.

In SMW they are on vacation on Dinosaur Island and everything is fine until Mario wakes up on the beach of Yoshi's

Game Battle!! - Mario Battle

island only to be awoken by a giant black text box telling him that Bowser kidnapped the princess and it is up to him to save her. In the mean time Yoshi is freed from a magical egg and tells Mario (in English mind you) that his kids are kidnapped by the Koopa Kids who have created a castle to protect them away from Yoshi, who somehow cannot enter them. It is up to Mario to go and save them as well as the princess in a very mysterious land.

This one looks like it is going to be a close one as Yoshi has received a yellow shell and is about to stomp on Luigi…wait! He pulled out the tanooki suit and stoned himself at the last minute, avoiding the attack. What an evasive maneuver…now he is on Yoshi donkey punching him in the head. SMB3 just takes barley takes the round.

Score: SMB3 4/5 SMW 3.5/5

Round 5: Challenge

Now we arrive at a closely contested category. In SMB3 we have a variety of paths to choose from, some of which are easier to get to the end then others, but all of which required you to memorize maze like levels in order to find that one way out. In SMW there are also paths you can take to get to the end, some easier than others, however the multiple endings in some levels would drive some people crazy as they face the gauntlet in special world. It appears that both of these games are easily…we have an update from Punch.

"Evenly matched is right, after the barrage of Donkey Punches to the head Yoshi flipped Luigi off of him and back onto the floor of the thunderdome. He grabbed the hammer suit nearby and is charging him with it in hand, but wait…what's this? It appears a goomba in a Kuribo's shoe just threw a red shell over to Yoshi, and it does not look like Luigi saw it either. Pow, a fire breath right into the face of Luigi, SMW takes the round with some evasive help from the crowd, which I can say is going nuts while watching this."

Score: SMB3 4/5 SMW 4.5/5

Round 6: Controls

Do extra buttons help? In the case of SMB3 extra buttons would not help. SMB3 allows the precision needed to evade enemies with ease as the controls felt just right. Howeveer, SMW's button use allowed every button to be utilized with a greater effectiveness. SMW takes the round.

Score: SMB3 3/5 SMW 4/5

Round 7: Leaf or Feather?

Here we are folks the wildcard is up for grabs and it is worth 3 points for the victor.   Which power up is better, the leaf or feather? SMB3's leaf turns Mario into a raccoon,

his tail can wack enemies in front of him and hit blocks that he cannot jump under. After running a short while his P gauge can be filled and Mario can fly into the air by rapidly jumping, until the gauge is done, but you cannot slow down and control your decent.

In SMW you have the feather, which somehow turns Mario into a superhero with a cape. He can flail the cape to attack enemies in front of him or hit boxes he cannot jump under. After running for a short while he can fly up into the air, and with the jostling of the control pad can glide your way through the stage with ease, or you could slam it into one direction and cause an earthquake killing all the enemies in the vicinity that were on the ground. You could also hold down the jump button to slow your decent or rapidly hit the spin jump for a slow aerial attack. If you get hit while in flight you will lose your momentum, be temporally invincible and fall down to the ground. Punch has the final accounts of the battle for us now.

"Things are really shaking up now. It appears Yoshi was throwing eggs while Luigi was throwing hammers to break the eggs. This was a standoff for a while until Luigi ran out of hammers to throw and reverted back to normal. Yoshi is lining up a shot…he has just fired a three deflector egg to the back of his head making Luigi disoriented. The crowd is calling for Yoshi to finish off the match now, and it appears he is going to do the smash move he is famous for, turning the opponent into an egg by the edge of a stage."

"Wait a minute it appears that Daisy from Sarasaland Land just threw a flower into the hand of Luigi while the tongue was wrapping around the torso. This is going to be….WOW! That was unbelievable we need to see that again on replay. Overlord walk though that with us."

Yes it appears that the flower thrown in by the princess woke Luigi up and right before he could enter the mouth of Yoshi, gave him a fire punch sending the green dino into the lava. We have a winner.

Final Judgement?

Final Score: SMB3 28 points out of 30, SMW 27 points out of 30.

This was a nail biter I wonder what will be the next battle to come. Wait for a final statement from Luigi as he approaches the podium.
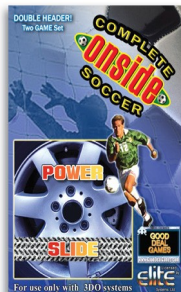
"Mama Mia! Thank you hunny for the help there."

Wow the crowd is going nuts at the sight of these two sidekicks locking lips.

Wow…I guess that explains where Baby Mario and Luigi came from then. Until next time, keep those suggestions coming, because next time it could be you in the next Game Battle! **VGT**

Déjà Vu — Grade: A

- Agent J

In 1989 Kemco released the spooky *Shadowgate*, a point-and-click mystery that first appeared as part of the MacVenture series for computers. The game received a lot of fanfare and was a modest hit. The following year Kemco released their 2nd MacVenture title, *Déjà Vu*.

The entire game is done with a point-and-click interface, PC-style. You have to click on "examine" if you want to search a body or a desk. You have to click on "hit" if you want to punch someone or press a button. You also must scroll through a long list of items if you want to use one or reread a vital clue. While this can get very monotonous it also provides the game with a unique feel that is only shared by the two other MacVenture titles on the NES.

Déjà Vu is one of the few titles on the NES to have a genuine adult theme and throws in a ton of humor to boot. In the game you will have to knock out a prostitute, drug a 400 pound woman, dig up the goods on an illicit relationship and search the inside of a toilet! You also have the ability to shoot yourself with a gun (among the many ways to die), which results in your game ending.

Positives: This is one original game. I can't believe how much this game got away with! I don't know of any other game that actually allows you to go through with suicide via a .38 magnum. I also can't believe that searching the inside of the toilet is an option. One key element to *Déjà Vu* is humor. The game is full of sarcastic wisecracks to any weird command you try. When you examine a lady that is knocked out you get a stern reprimand and when you examine the dead body of your partner it says that he's lacking in the life department.

Déjà Vu also has music that really sets the stage as well as decent graphics for a point-and-click game. It also comes with a battery that allows you to save your game and actually presents a mystery that is pretty tough to solve but a lot of fun along the way. What sets this game apart from *Shadowgate* and *The Uninvited* is that *Déjà Vu* has no mystical qualities to it. This makes it much easier to figure out what to do next because there is no placing the mysterious sphere onto the cracked ledge nonsense of *Shadowgate*. In fact there aren't really any riddles to solve along the way, you just have to gather evidence to build your case and destroy any evidence that links you to the crime.

Glaring Negatives: First off, the point-and-click style of the game can get very frustrating. When you have to scroll through three screens of items every time you need to pay a cabbie it can really wear on your nerves. Another negative is that it can be tough to find the spot to dump information that incriminates you in the murder. If you try and go to the police to present your case and you haven't destroyed this evidence, you will always lose. The most frustrating aspect is that if you get too many Game Over screens due to improper evidence, the game will reset your entire save file. One final negative is that although the game is intimidating at first, it is actually a very short game that can be easily solved in under 30 minutes once you know what to do. There are only five buildings to visit and only a couple rooms per building that you are allowed

to enter. With a limited number of options, you will figure out what you have to do pretty quickly.

Graphics and Sound: Solid

The music is very catchy and mysterious, perfect for this kind of game. The graphics are nothing special but everything is very easy to distinguish, which is all you need in a point-and-click style game.

Gameplay and Controls: A Little Clunky

While the clunky controls will not result in any deaths, it will slow you down. The point-and-click style works a lot better with a mouse. The gameplay is very fun because you can examine lots of items that you wouldn't normally get to look at in a typical NES game.

Features: Battery

Déjà Vu has a battery and allows for three different files to be saved on to it.

Fun?: Definitely

Déjà Vu is funny, challenging and very beatable. It is almost as much fun discovering all the ways you can die as it is to beat the game.

Challenge: Decently Tough

While not nearly as difficult as *Shadowgate*, *Déjà Vu* will challenge you at first until you get the hang of it. The key will be in figuring out how to destroy evidence…

Replay: A Little

There are lots of things you can do that aren't necessary to win the game that are fun to go back and try after you've beaten it. It is also fun to discover all of the ways to die and the different bad endings that you can get depending on how guilty the judge decides you are.

2 Player: No

Online Manual?: Yes

Check out NintendoAge.com for all NES manuals.

Bottom Line: Extremely Entertaining and Original

Déjà Vu is one of the best RPG style games on the NES. It is similar to *Shadowgate* and *The Uninvited* but since it is rooted in the real world it is a lot easier to solve. If you like humor, violence and RPGs then you need to go out and pick this game up immediately. **VGT**

- Patrick Wong

Americans love a good monkey tale. From the legendary "King Kong" to "Planet of the Apes", and other various cartoons, movies and television shows based on apes & monkeys. Americans are fascinated with these hairy creatures. So when Midway's Pac-Man craze was starting to cool off, what better character to replace it with than Donkey Kong?

Nintendo's Donkey Kong is the first popular arcade game to bring home the old fashioned concept of "guy rescues girl" (Atari's Superman is the first home console based game to feature this concept). Mario, the plumber, has to rescue his girlfriend from the stupid ape named "Donkey Kong." All the while trying to avoid, barrels, firefoxes, mad elevator springs and concrete containers. All to make his way through four different boards (girders, rivets, elevators, and conveyor/ cement factory).

To help Mario, some of the boards feature a hammer which Mario can jump up and grab to destroy some of his adversaries. Why Shigeru Miyamoto decided to name him "Stupid Kong" is a mystery. The last time anyone has seen an ape scale a building just for a girl, they called him King Kong!

Tie together an old fashioned theme with a movie classic and you have a game that the world would not resist. Everyone had to play it, and over the years Donkey Kong has made appearances on almost every 8-bit game system: Atari 2600 VCS, Intellivision, Coleovision, Atari 7800, Nintendo Entertainment System, Nintendo Gameboy, and the Atari XE Game System.

The Ugly

The two worst versions, hands down, are the Atari 2600 VCS and Intellivision versions. First, there are only two boards! While Donkey Kong is a lot of fun, he is not Pac-Man (where one board was all you needed) and one of the charms of Donkey Kong was being able to conquer the different boards. The boards themselves resembled mini games, each with different strategies and ways to win.

On the Atari version, the rivets board features the Firefoxes running back and forth individually on each of the girders! They don't chase Mario up and down the ladders, but instead they simply just run back and forth across the girders. Heaven forbid the programmer try to get more than one FireFox on each level. The board almost completely lacks any fun.

So bad was the Atari and Intellivision versions that almost everyone who played them assumed that there must have been a conspiracy by Coleco to make these two versions look so bad that everyone would run and buy a ColecoVision!

What is surprising is that the Atari version was programmed by the Kitchen brothers (of Activision fame). Over the years both Gary and Steve Kitchen have both taken credit (to everyone's surprise) for programming the Atari version. Both have stuck to their story that it was a ROM issue, 4k was not enough to program

Donkey Kong with all of the boards and Coleco would not allow them to use additional memory. However, at one point, the Atari version outsold all of the available ColecoVision units on the market. Its success in sales could not be denied.

While Atari had some disasters in converting arcade titles, they also had some great efforts like "Pole Position", "Ms. Pac -Man", "Jungle Hunt", "Joust", "Stargate", and "Centipede." Donkey Kong would have been a much better game if Coleco had untied Atari's programmers.

The Intellivision story, however, is a little different. While the version at first glance looked nice: it performs slowly and its gameplay is poor. When Mattel's programmers saw Coleco's conversion of Donkey Kong, they were outraged and asked Mattel's President if they could program their own version of Donkey Kong and hold a press conference to show the world that the Intellivision could do a great version of Donkey Kong. However, Mattel's President said no and sent them back to work on other games.

So, while the conspiracy theory couldn't be proven, one has to wonder what an Atari and Intellivision version that was programmed properly would look like. Atari and Intellivision owners missed out on being able to fully enjoy a great game.

The Bad

When Donkey Kong appeared on the ColecoVision, gamers believed that they had a great arcade conversion. However,
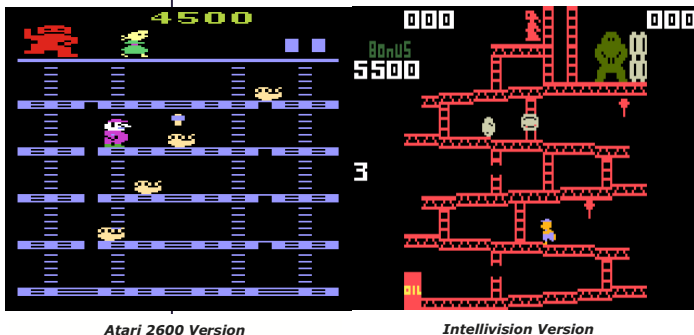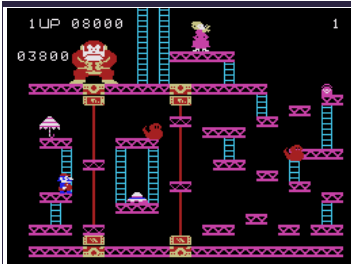

Atari 2600 Version   *Intellivision Version*

ColecoVision version

Atari 7800 version

NES version

ColecoVision's version of Donkey Kong aged quickly, along with the Atari 7800 and Nintendo NES versions.

All three versions only offer three boards (girders, rivets and elevators). On the ColecoVision, Mario is slow and can not climb up the ladder fast unless you "rest" him for a second. Ironically, Coleco sighted not enough RAM for leaving out the fourth board and intermissions, similar to the Atari's claims.

On the Atari 7800 version, the programmers forgot that the Atari could actually play a tune and instead made it sound like an Atari 2600 game.

Nintendo made the sin of leaving out the conveyor/cement factory board, which is puzzling since they actually created the game and had a more powerful system in the NES to make sure it was an exact conversion.

Out of the three, Coleovision looks the worst while the Atari 7800 and NES version look very similar except Atari's had horrible sound. But nothing can change how badly these three conversions turned out considering how powerful the systems were.

The Strange

Game Boy version

Nintendo decided to try it once more and released Donkey Kong on their GameBoy system. Did they get it right?

All four boards were retained in the Gameboy version, but because the screen is so small, the boards were substantially scaled down thus robbing gamers of a faithful translation.

Also, after beating all four boards (arranged in the order of the Japanese version) the game tries to take a "Super Mario Bros." type of turn and becomes a game about finding keys to unlock doors featuring Mario standing on his head and jumping twice as high. Mario has to explore and beat various "Worlds" and each board always ends with Donkey Kong taking the girl and running off.

The game got relatively mixed reviews at the time. Although, strangely, the game's review scores were generally higher than one would expect. One thing that could have led to this was that gamers by the 90s were completely bored with the original Donkey Kong game and any sort of change to the game's original four boards was a welcomed addition. However, this version will leave classic gamers with an odd feeling that maybe Nintendo should have just left the game as it was.

The Good

The best 8-bit version of Donkey Kong is the conversion done by Atari for their 400/800/XL/XE computers and re-released for their XE Game System. Fans looking for a faithful translation need look no further. This version has it all: all four boards!

Like the GameBoy version, it also features the arcade's opening animation of Donkey Kong jumping on the girders and the intermission of Kong falling when gamers beat the rivets board. Unlike the GameBoy, this is all in color with wonderful arcade sounds!
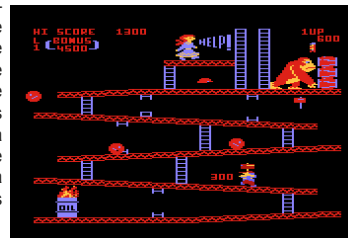
The sounds are faithfully reproduced and Atari even included the "jump back" move for unplugging the rivets that was left out of all the other console versions!

Happily the XE Game System version of Donkey Kong was not lost on the public as Atari sold millions of their 400/800/XL/XE computers and plenty of gamers had the chance to experience this version as the only true home conversion of the arcade smash. No classic gamer should go without playing the Atari XE game system version. It is the definite must play of all the 8-bit videogame systems. How Atari was able to faithfully capture the whole game on a 16K cartridge while ColecoVision, NES, 7800, and competing 8-bit computers at the time had more cartridge or disk space for their versions of Donkey Kong is simply remarkable.

Donkey Kong Forever

Donkey Kong will live on forever through its various incarnations on the Super Nintendo, N64, Gameboy Advance, Gamecube, Wii, and beyond. However, no matter how visually stunning his games may become, like the Donkey Kong Country series, or how wonderful his games may sound, like Donkey Kong Jungle Beat, any mention of Donkey Kong will conjure up memories of the original classic.

In the end, while Donkey Kong may have been named "Stupid Kong", programmers did not have an easy time trying to capture him for the home systems. Gamers equally had a barrel of a time trying to find a version that was done right. **VGT**

Atari XE version

ACTIVISION

ATARI 5200 SUPERSYSTEM

SPACE SHUTTLE: A JOURNEY INTO SPACE
- cartridge $4.00
- manual 4.00
- overlay (2) ....2.00 each
- boxed, complete 28.00

ZENJI
- cartridge $25.00
- manual 15.00
- boxed, complete 80.00

ZONE RANGER
version 1
- cartridge – black picture label $15.00
- manual 9.00
- boxed, complete 30.00

version 2
same box and manual as version 1
- cartridge – silver text label $15.00
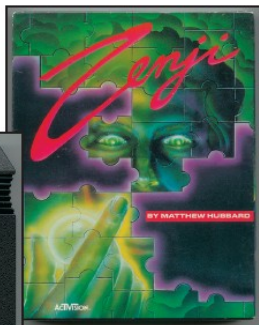
205

COLECO

COLECOVISION

SPACE PANIC
- cartridge $4.00
- manual 1.00
- boxed, complete 10.00

SPY HUNTER
- cartridge $18.00
- manual 8.00
- overlay – standard (2) ....6.00 each
- overlay – super action (2) ....6.00 each
- boxed, complete 85.00

STAR TREK: STRATEGIC OPERATIONS SIMULATOR
- cartridge $14.00
- manual 6.00
- overlay – super action (2) ....3.00 each
- boxed, complete 65.00

SUBROC
- cartridge $4.00
- manual 1.00
- boxed, complete 10.00
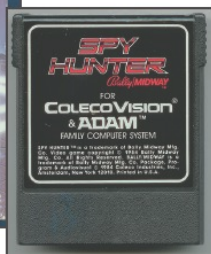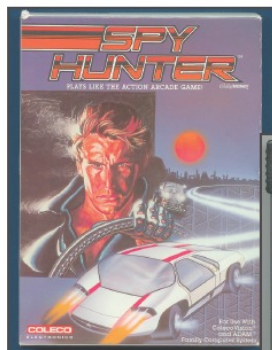
264

INTELLIVISION, INC. (AKA: INTV)
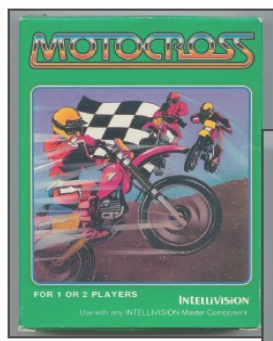
MOTOCROSS
- cartridge $3.00
- manual 4.00
- overlay (2 – green coated paper) .... 3.00 each
- boxed, complete 14.00

MOUNTAIN MADNESS SUPER PRO SKIING
- cartridge $20.00
- manual 14.00
- boxed, complete 170.00

MR. BASIC MEETS BITS 'N BYTES
- cartridge $15.00
- manual 8.00
- overlay (2) – Mr. Basic .... 2.00 each
- overlay (2) – The Cannon (1 each left and right) ..... 2.00 each
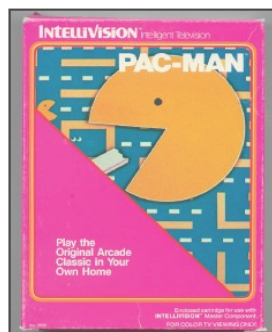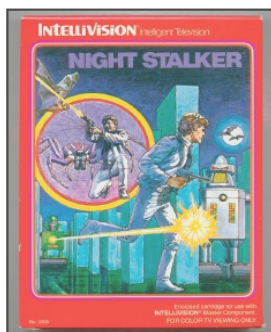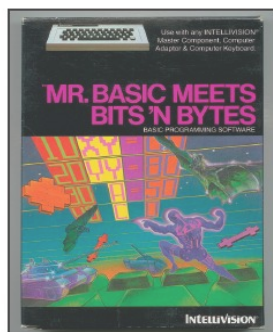- overlay (2) – Vampire Bats .... 2.00 each
- boxed, complete 45.00

NIGHT STALKER
- cartridge $2.00
- manual 1.00
- overlay (2) .... .50 each
- boxed, complete 6.00

PAC-MAN
- cartridge $10.00
- manual 6.00
- boxed, complete 30.00

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VECTREX

All Vectrex game boxes have plastic tray inserts for cartridge storage. Each overlay comes with an envelope for storage when not in use.

3D CRAZY COASTER

Requires 3D Imager and color wheel "3D Narrow Escape / 3D Crazy Coaster."

- cartridge $50.00
- manual 10.00
- overlay – no overlay was issued with this title...........n/a
- accessory – "3D Narrow Escape / 3D Crazy Coaster" color wheel, same wheel issued with 3D Narrow Escape......15.00
- boxed, complete 125.00

3D MINE STORM / 3D IMAGER
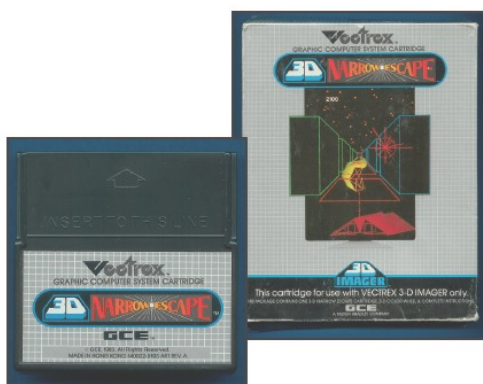
Included with and requires the 3D Imager Accessory. Cartridge not issued separately. Requires color wheel "3D Mine Storm."

- cartridge $50.00
- manual – 3D Mine Storm 10.00
- manual – 3D Imager 15.00
- overlay – no overlay was issued with this title ....n/a
- accessory – "3D Mine Storm" color wheel, works with this title only 25.00
- accessory – 3-D Imager glasses (packed in styrofoam) 200.00
- boxed, complete 475.00

3D NARROW ESCAPE

Requires 3D Imager and color wheel "3d Narrow Escape / 3D Crazy Coaster."

- cartridge $50.00
- manual 10.00
- overlay – no overlay was issued with this title ....n/a
- accessory – "3D Narrow Escape / 3D Crazy Coaster" color wheel, same wheel issued with 3D Crazy Coaster.......15.00
- boxed, complete 125.00

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Amiga: It all started with Lorraine

- Jim Combs

Amiga, world famous for their computers and joysticks, was founded in 1982 by Jay Miner, a former Atari employee. Jay, and other Atari employees who sought more creative freedom in their work environment, formed Hi-Toro (the companies original name before it was changed to Amiga—which is the Spanish word for *friend*). The former Atari team had plans for a new gaming console, code named "Lorraine". The new console was designed around the Motorola 68000 16/32 bit CISC microprocessor. And with upgrades, would be able to turn into a complete computer rather than remaining strictly a gaming console. Thus the story of Amiga computers begins.

Amiga began by developing games and third party accessories for major companies like Atari and ColecoVision. This allowed Amiga to raise money for their "Lorraine" project. One peripheral that Amiga is famous for is their Joy Board (similar in fashion to Nintendo Wii's Balance Board). *Mogul Maniac* was the only official game released for the joy board. Two other games, *Off Your Rocker* and *Surfs Up* where announced but never released.

By 1983, Amiga was struggling with finances and sought aid in Atari. They struck deal and Amiga agreed to give Atari a one year exclusive to the *Lorraine* technology in return for financial aid.

In 1984 Amiga got word that Jack Tramiel, founder of Commodore International, was looking into buying Atari and was going to fire most of the Atari and subsidiary staff. Amiga quickly took action and went to Commodore looking for an investor since Jack Tramiel was leaving to buy Atari. Commodore decided to buy Amiga out right. This move voided all contracts and in return Commodore sent Atari $500,000 to pay off the price of the undelivered Lorraine chipsets. This is where the situation got a little sticky.

Representatives for Tramiel unearthed the contract between Atari and Amiga that stated "if by June 30th , 1984

Amiga JoyBoard

Amiga did not deliver the Chipset to Atari, Amiga would have to forfeit and close." Jack tried to use this to his advantage but Commodore had already bought Amiga which should have voided any contracts between them and Atari. Jack Tramiel sued Commodore and Amiga anyway, trying to stop Commodore from being able to use their Lorraine chipset technology. This lawsuit delayed the Lorraine project for the summer. However, by the Fall of 84, Commodore gave the green light and moved forward with the Lorraine project.

The Lorraine technology was, finally, fully implemented in July of 1985. Commodore released the first Amiga personal computer, the Amiga 1000 as a successor to the Commodore 64. The A1000 featured the Amiga Operating System 1.0 with a Motorola 68000 processor clocking in at 7.16MHz and 256-512 KB, 8MB max of memory. As a fun bit of trivia the Amiga 1000 is the only model that contains the signatures of the Amiga designers etched into the

The original Amiga 1000

inner casing, including Jay Miner's signature and his dog Mitchy's paw print. Owners quickly became attached to their A1000 even when newer Amiga models where released. Owners did not want to give up their A1000s, and due to high demand Commodore continued to make upgrades for the A1000. The A1000's main competition was the Atari ST Family computer also released in 1985. As a side note, in 2006, PC World rated the Amiga 1000 as the 7th greatest PC of all time.

The original team that founded Amiga had an amazing vision for the company but due to finance issues, the Crash of 83 and the issues between them and Atari, most of Amiga's original employees left when they where acquired by Commodore. They felt a feeling of Deja

Vu and thought they would be treated the same as they were when they were with Atari. Other Amiga employees were either laid off or fired from Commodore. Commodore continued producing computers all the way up until 1994 when the company had to file for Bankruptcy. Escom, a German PC Manufacture, purchased all of Commodores assets and a sub division department called Amiga Technologies. Under this new name, Escom re-released the A1200 and A4000T models. Escom also brought to the market a new 68060 version of the A4000T line of computers. Amiga was about to live again. But then, in 1997, Escom filed for bankruptcy, ending Amiga's short comeback.

Gateway 2000, another PC Manufacture, bought and acquired Amiga after Escom's Bankruptcy. Gateway had some promising ideas with their new Amiga division, but they sold Amiga in 2000 before any of those ideas came to fruition. As of now, Amiga Inc. is being licensed to make hardware for a computer vendor in the UK, Eyetech Group, LTD.

Amiga seems to have found it's way back to it's origins. Eyetech was founded by former UK employees of Commodore International. Eyetech from 2002 to 2005 was selling the new AmigaOne Power PC internationally. The Amiga OS 4 stands as one of the newest Amiga Operating Systems.

Amiga truly has and will be for time to come, a power house in personal computers and operating systems. From 1985 to 1996, there have been several classic models of the Amiga personal computer, including the: 1000, 2000, 500, 1500, 2500, 3000, 3000UX, 500+, 3000T, CDTV, 600, 4000, 1200, CD32 and 4000T. Following these models was the AmigaOne Power PC. The most popular Amiga Model, even more so than the infamous A1000, was the Amiga 500. The A500 was the best selling model for Commodore and was replaced by the 500+ which was soon replaced by the A600. Looking back, it all started with former employees of Atari, a vision and the codename Lorraine, the rest as they say ladies and gentleman and especially in classic gaming, is history. **VGT**

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